

MARVEL
COMICS

the AMAZING SPIDER-MAN™

VS.

THE KINGPIN™



SEGA™

Rated by V.R.C.™

GA

Appropriate for
all audiences.

General Audiences

Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

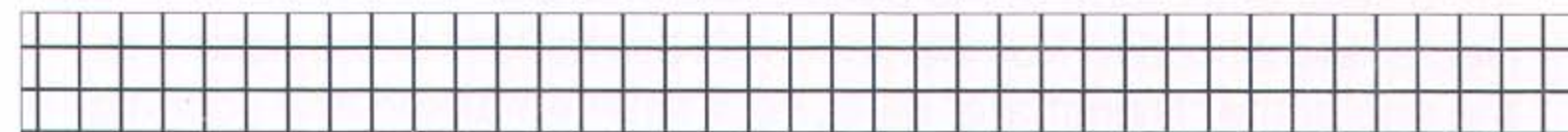
Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

SPIDER-MAN SCAVENGER HUNT CONTEST



Win Big Prizes!

Help Spidey hunt down The Kingpin and his villains in record time and you can win one of these great prizes!

Prizes!

1 Grand Prize

Complete Marvel Masterwork Hardcover Library, Including 24 Volumes, AND a Sega Game Gear™ Sonic 2 System. Retail value \$1,130.00.

1 First Prize

Ibanez Electric Guitar Signed by Eric Martin & Mr. Big. Retail value \$1000.

5 Second Prizes

Spider-Man Jacket. Retail value \$200 each.

10 Third Prizes

Game Gear Core System. Retail value \$99 each.

25 Fourth Prizes

Marvel Masterworks Hardcover Book. Retail value \$40 each.

100 Fifth Prizes

Marvel Comic Book "The Amazing Spider-Man" 1-Year Subscription. Retail value \$16 each.

250 Sixth Prizes

Spider-Man T-Shirt. Retail value \$15 each.

1000 Seventh Prizes

Milestone Reprints. Retail value \$3 each.

Contest Rules

1. Play *THE AMAZING SPIDER-MAN VS. THE KINGPIN* in "Nightmare" mode. Collect all 21 Spider-Man artwork comic book icons scattered throughout the 45 levels of the game, and finish the game before your time expires. (During a game, go to the New York City Map and press **Button C** to see the icons you've collected so far.)

2. To enter, handprint your name, address, city, state and zip code on the official entry form at the back of this manual. You must print the Secret Identification Number found on the bottom of the screen at the end of the "Nightmare" level, your time remaining and your high score on your entry form.

3. Enclose the entry form in an envelope and mail by Mar. 31, 1994 to:

Spider-Man Scavenger Hunt Contest

P.O. Box 1408

Seaford, NY 11783

One entry per person. Copies or facsimiles of the official entry form will not be accepted.

4. Prizes will be awarded to the players who:

- Collect the 21 icons and beat the “Nightmare” level in the least amount of time, and
- Send in the correct Secret Identification Number.

Ties will be broken by the highest scores. Your Secret Identification Number, score and time are subject to verification. Prize level is dependent on score.

5. Judging will be conducted from among all qualified entries received on or about Apr. 30, 1994 by Little & King Co., Inc., an independent judging organization whose decisions are final. All prizes will be awarded. Winners will be notified by mail and may be required to sign an Affidavit of Eligibility & Release within 14 days of notification date or Little & King Co. reserves the right to choose a new winner.

6. Prizes are non-transferable and no substitutions or cash equivalents are allowed. Taxes, if any, are the winners' sole responsibility. Winners agree to the use of their name and likeness for publicity and advertising purposes without additional compensation. Only one prize per person or household.

7. Contest is open to residents of the continental United States. Employees and their families of Sega of America, Inc., Little & King Co., Inc., their affiliates, subsidiaries, advertising, production, promotion and fulfillment agencies are not eligible. Void where prohibited by law. All federal, state, and local laws apply. No liability is assumed for illegible, lost, late or misdirected mail.

8. For a list of major winners, send a stamped, self-addressed envelope no later than June 30, 1994 to:

Spider-Man Scavenger Hunt Contest Winners List

140 Broadway

Amityville, NY 11701

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GAMEPLAY HOTLINE

For gameplay help, call 1-415-591-PLAY

KINGPIN HOLDS THE KEY!



All is calm in the cozy living room of Peter Parker and Mary Jane Watson-Parker. That is, until a news brief flashes on the TV screen. "Good evening, New York. I am Wilson Fisk, a concerned citizen."

"The Kingpin!" Peter sits up, his eyes glued to the TV. "This is bound to be bad news!"

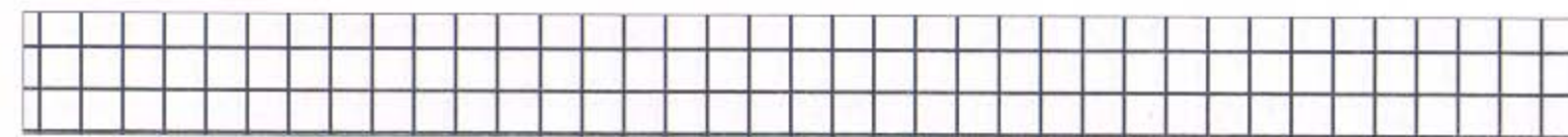
"I have learned something MONSTROUS, something of DEADLY importance to us all! The renegade known as SPIDER-MAN is seeking REVENGE against the forces of law and order. He has devised the most GHASTLY CRIME of his career!

"Today he has secretly planted a bomb, somewhere in the city. In exactly 24 hours, the bomb will explode, leveling the city and EVERYONE IN IT. I'm offering a \$500,000 REWARD for his capture. We must PROTECT ourselves!"

Peter feels his spider-sense start tingling. "I've heard rumors . . . Kingpin has hired all the heavy hitters, DR. OCTOPUS, THE LIZARD, ELECTRO, THE HOBGOBLIN, THE SANDMAN, VENOM, plus those criminal hotshots MYSTERIO and VULTURE. This is some vicious prank of his . . . and I've only got 24 hours to stop him!

"Gotta go, MJ. Forget the door, I'll just take the window. It's faster!"

SETTING UP THE GAME



1. Connect your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears.
3. **If you have an original Sega CD model**, press the **Reset** button to open the disc tray. Place *THE AMAZING SPIDER-MAN VS. THE KINGPIN* CD into the disc tray, label side up, and press the **Start** button to close the tray.
If you have a new Sega CD model, press the **Open** button on the Sega CD console to open the CD door. Place *THE AMAZING SPIDER-MAN VS. THE KINGPIN* CD into the tray, label side up. Close the CD door.
4. If the Sega CD logo is on screen, press **Start** to begin Spidey's desperate hunt through the concrete canyons of New York. If the Control Panel is on screen, move the cursor to the **CD-ROM** button, and then press **Button A, B** or **C** to begin.

Note: If *THE AMAZING SPIDER-MAN VS. THE KINGPIN* CD is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.

SETTING UP FOR QSOUND



QSound Virtual Audio is a revolutionary, multi-dimensional sound placement technology. If your Sega CD is connected to stereo sound, you can submerge yourself in the magic of state-of-the-art QSound. This amazing sound technology gives you 180 degrees of audio in a greatly expanded sound field. You'll be surrounded in waves of 3-D sound!

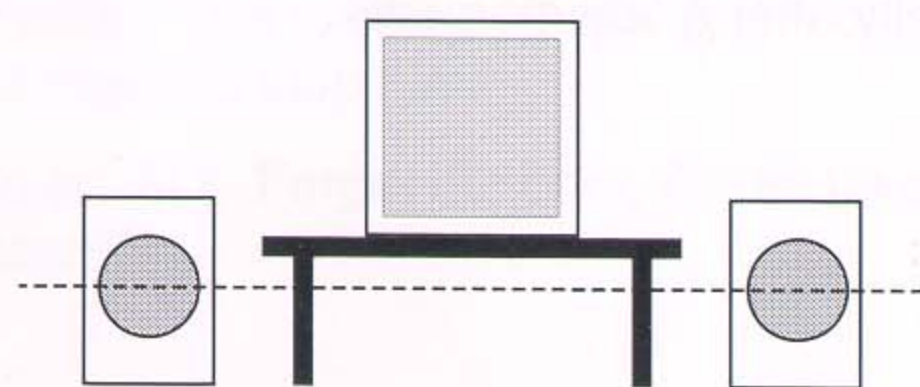
Follow the guidelines in this section to set up your Sega CD and stereo systems for optimum QSound stereo listening.

BALANCE

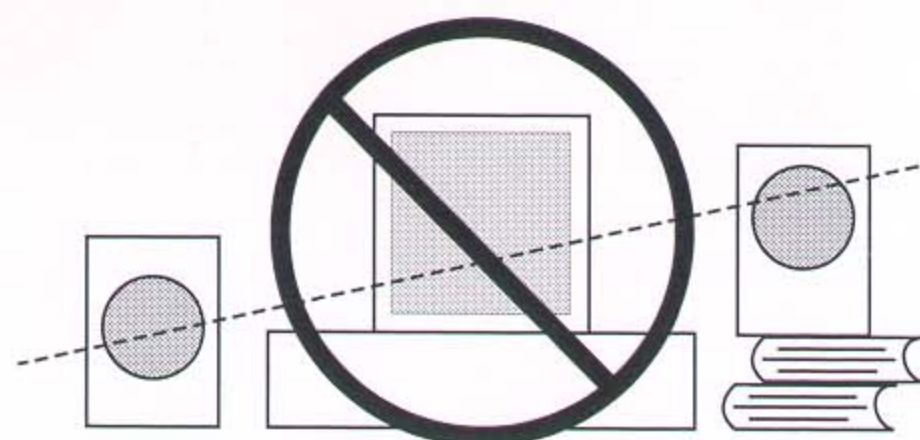
If your system has a single balance control, set it to the center balanced position. If each speaker in your stereo system has a separate volume control, set them as equally as possible.

SPEAKER PLACEMENT

Place the speakers at equal distance from the listener, on the same plane, at the same height and at least three feet from side walls. You can angle the speakers slightly.



Right. Position speakers on the same plane, at the same height and angle.

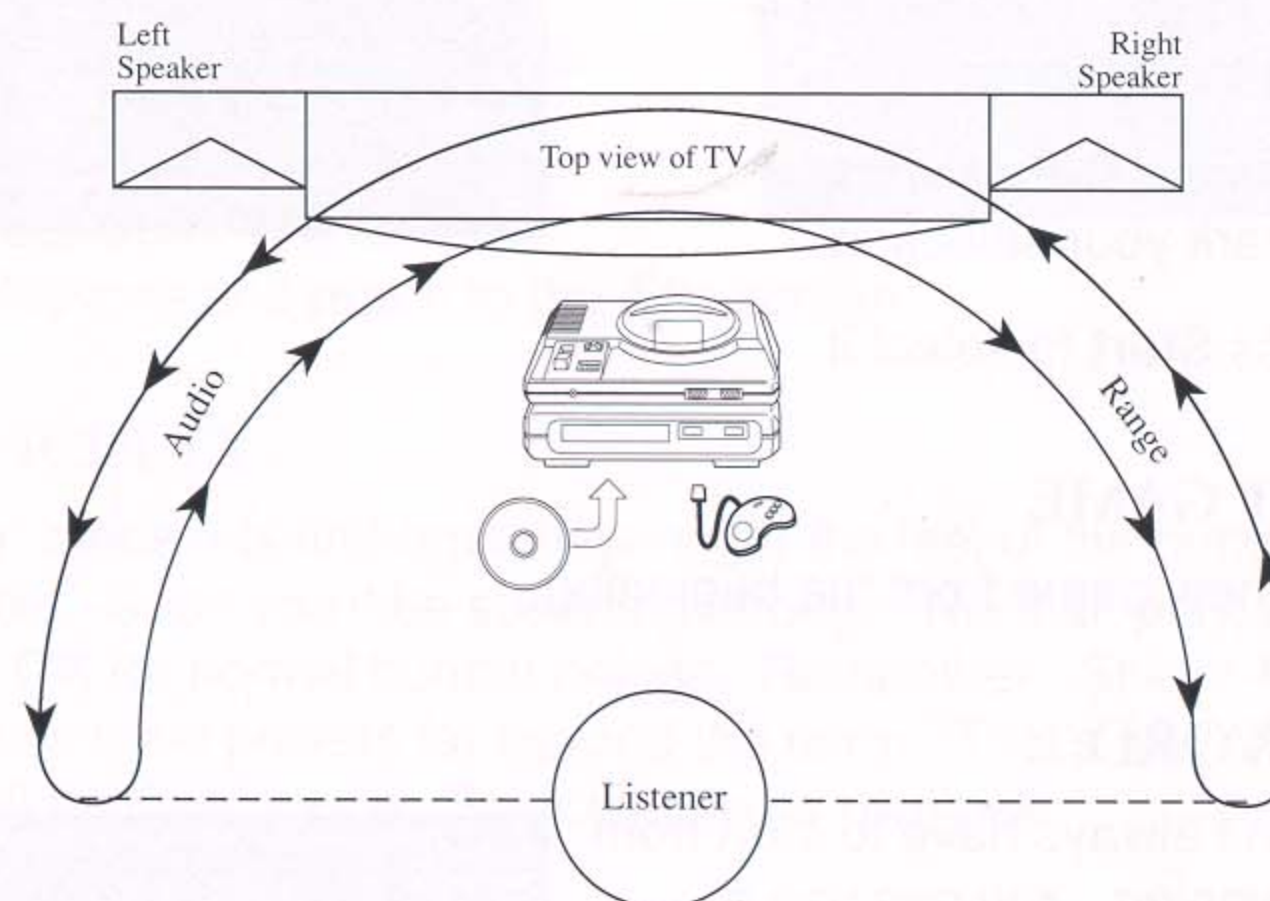


Wrong.

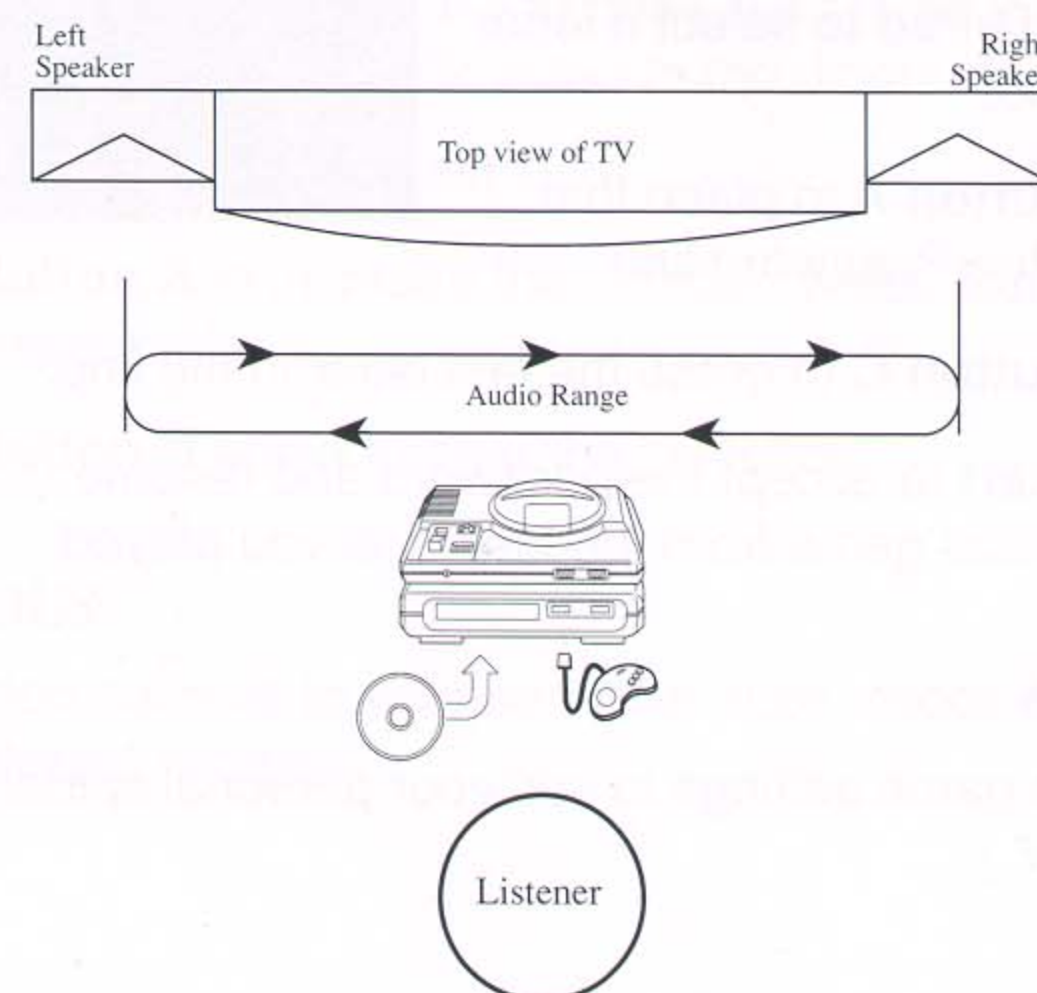
SPEAKER CABLING

For proper phasing, make sure you match red to red and black to black (positive to positive, negative to negative) when connecting the wires from both the left and right speakers to the amplifier or sound board. One side of the speaker wire or lamp cord is often marked for this purpose with a line or ridge.

Sega CD Software with QSound Virtual Audio



Sega CD Software with Conventional Stereo

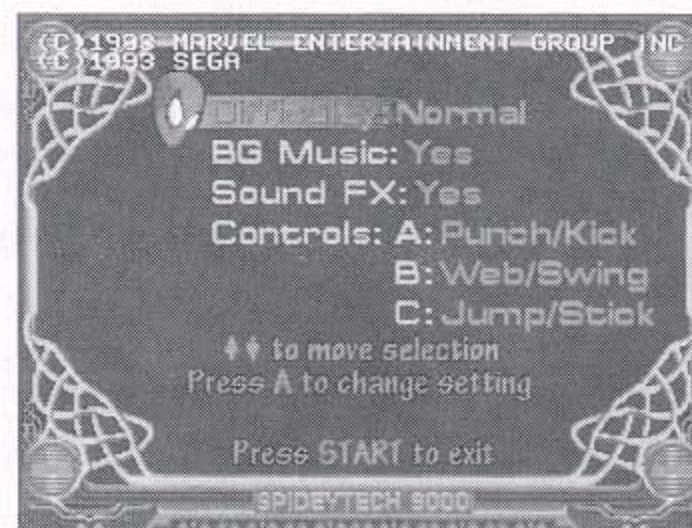


GETTING STARTED



After the game loads, the Title screen will appear automatically, following a few other screens. Press **Start** to bring up the Main Menu. To choose one of the Main Menu options:

- Press the **D-Pad** up/down to mark your selection.
- Press **Start** to select it.



START GAME

Start a new game from the beginning.

PASSWORD

You don't always have to start from the beginning. You can use a password to resume a previous game. On the Password screen:

- Use the **D-Pad** to select a letter in the grid.
- Press **Button A** to place that letter in the Password line.
- Press **Button C** to erase the last letter in the line.
- Press **Start** to accept the password and resume the previous game from the last level you played.



OPTIONS

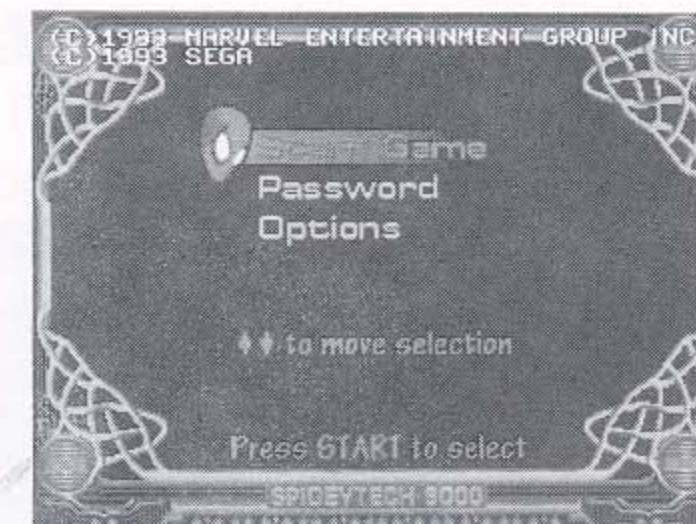
Change the game settings to suit your personal spider-sense. (See page 7.)

CHOOSING OPTIONS



Make your choices on the Options Menu before starting play:

- Press the **D-Pad** up/down to mark your selection.
- Press **Button A** to change the setting.
- Press **Start** to enter your selections and return to the Title screen.



DIFFICULTY

"Easy" mode lets first-time players get the feel of the button controls. Soon you'll be speeding through "Normal" play, and that's OK for normal human beings. Remember: Spider-Man's enemies have powers far beyond the norm. That's why there's the "Nightmare" mode. Select it at your own risk.

BG MUSIC AND SOUND FX

Turn ON the game's incredible background music and sounds for total sensual immersion. If you don't want to hear them during play, turn them OFF. To listen to the different selections:

- Press **Button B** to see "Test 1."
- Press **Button A** to increase the number; press **Button C** to decrease it.
- Press **Button B** again to hear the selection.

CONTROLS

Set the button controls to your personal taste, choosing from six different settings.

BUTTON CONTROLS



DURING ACTION

- Move Spider-Man. **D-Pad** in the direction you want to go.
- Crouch. **D-Pad** down.
- Crawl. **D-Pad** down/left or down/right. If you're already crouching, just press the **D-Pad** left or right.
- Crawl around corners. **D-Pad** diagonally toward the corner.
- Stand up. **D-Pad** up.
- Punch. **Punch** button.
- Shoot out a web. **Web** button + **D-Pad** to aim, when the web is selected on the Weapons menu. Tap the **Web** button for a small web wad; hold it down for a longer web stream. You can't shoot if you run out of web fluid.
- Throw the web bolo. **Web** button + **D-Pad** to aim, when the web bolo is selected on the Weapons menu.

DURING ACTION *(continued)*

- Put up a web shield. **Web** button, when the web shield is selected on the Weapons menu.
- Jump. **Jump** button.
- Flick the flippers in the Pinball Machine. Either **Button A** or **D-Pad** up to flick the left flipper; **Button C** to flick the right flipper.
- Tilt the Pinball Machine. **D-Pad** left for left tilt; **D-Pad** right for right tilt.
- Skip the video screens. **Start**.

NEW YORK CITY MAP

- Position the crosshair. **D-Pad** in any direction, + **Button B** to move the crosshair faster.
- Select locale. **Start** or **Button A** when crosshair is positioned over the locale and its name is displayed.
- View comic book gallery. **Button C**.

WEAPONS DISPLAY

- Bring up the display. **Start**.
- Highlight an item. **D-Pad** right/left.
- Select the item and close the display. **Start**.

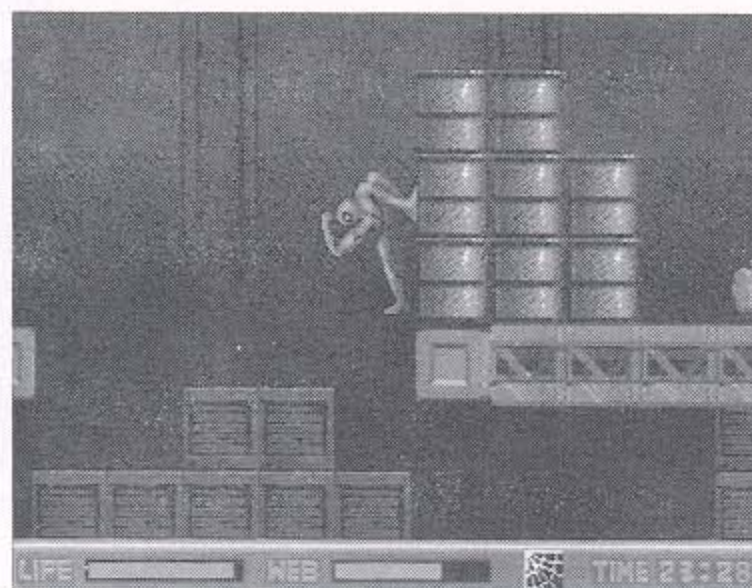
SPIDEY'S SPECIAL ATTACKS



KICK ATTACK

D-Pad toward Spidey's feet + Punch

- Hold the **D-Pad** toward the surface you're on. For example, if you're on the ceiling, hold the **D-Pad** up; if you're on the ground, hold it down. Then quickly press the **Punch** button to turn Spidey's fist attack into a foot attack.



STICKING TO WALLS

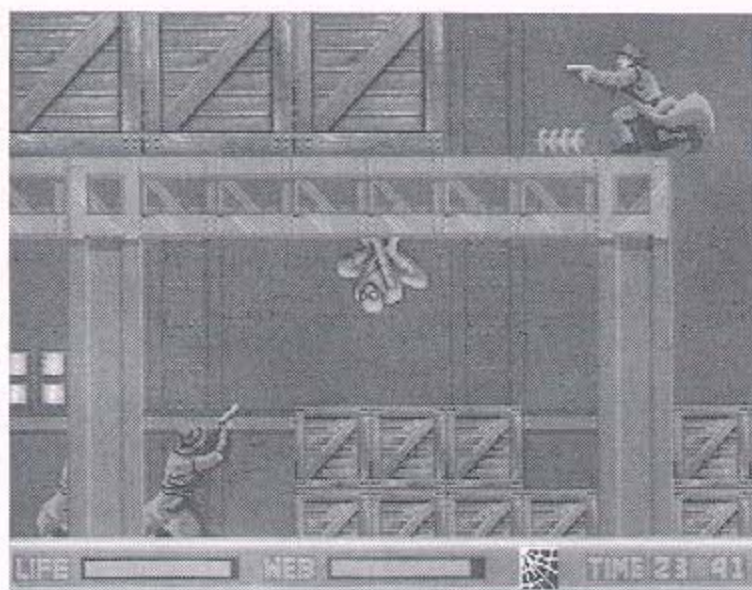
Jump + D-Pad + Jump

- Press the **Jump** button while holding the **D-Pad** left or right toward the surface of a wall. Then quickly press the **Jump** button again to stick to the wall. To stick to the front of a building, jump while pressing the **D-Pad** up/left or up/right.
- Jump again to let go.

STICKING TO CEILINGS

Jump + D-Pad up

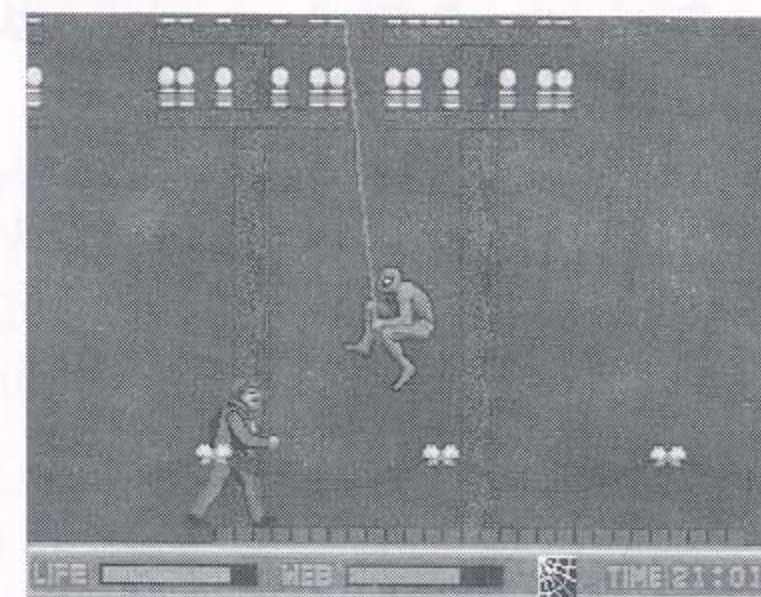
- Press the **Jump** button while holding the **D-Pad** up. When you touch the ceiling, you'll stick to it just like a spider.
- Jump again to let go.



WEB SWINGING

Jump, then Web

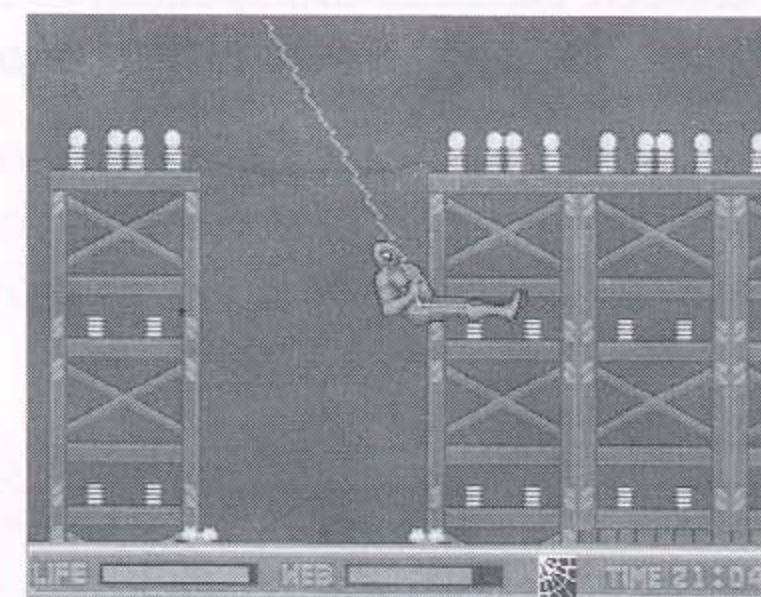
- Press the **Jump** button, then quickly press the **Web** button. You'll jump up and swing on a web line. This takes you farther than a simple jump.
- Press the **Jump** button again to let go.



SWING KICK ATTACK

Swing + Punch

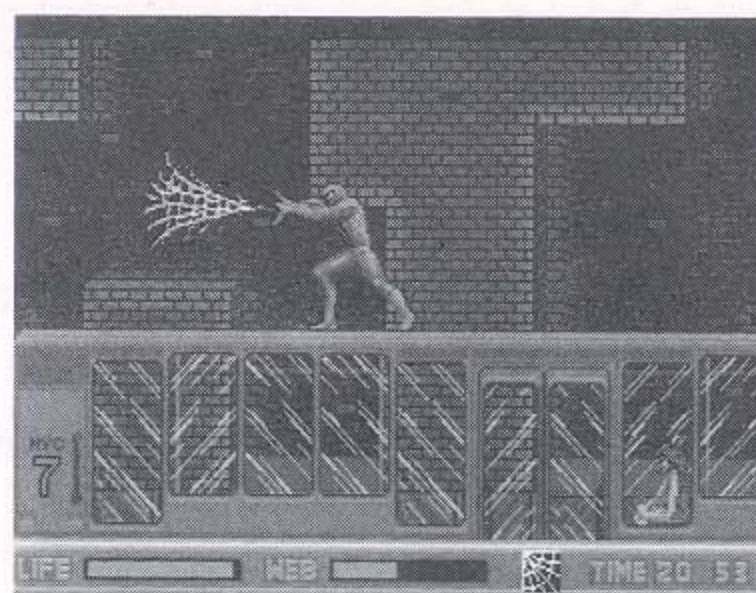
- Swing on a web line. At the beginning of your swing, quickly press and hold the **Punch** button to lash out with a power kick straight to their dental work!



MEGA WEB

D-Pad up, then Web, then 1/8 roll

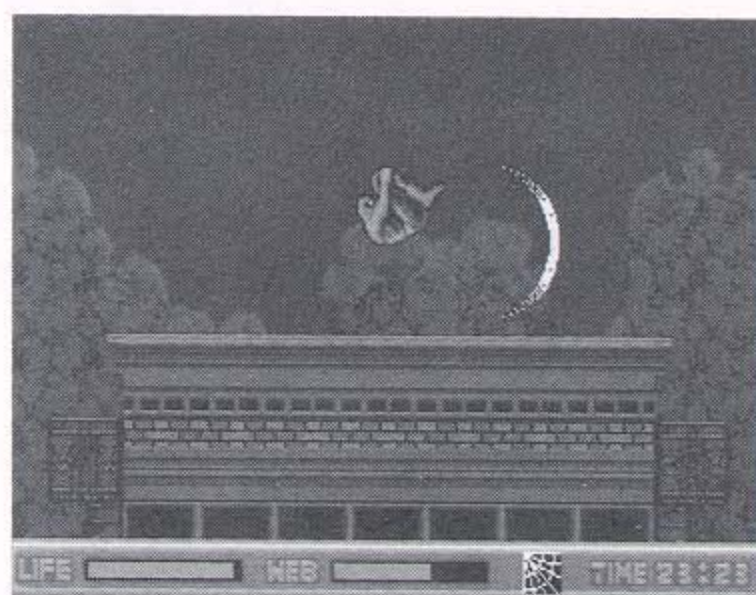
- Press the **D-Pad** up and hold it, quickly press the **Web** button, then roll your thumb on the **D-Pad** in the direction of your enemy.
- This is a very fast move. The trick is to press the buttons rapidly, and to rrro-oo-ooolll your thumb over the **D-Pad** without letting up on the pressure.



KICKING BACK FLIP

D-Pad up, then Punch, then Jump

- Press the **D-Pad** up to stand up, quickly press and hold the **Punch** button, then quickly press the **Jump** button.
- This is an extremely fast move. To get it, rapidly roll through the controls one after the other.



SHOWDOWN IN MANHATTAN!

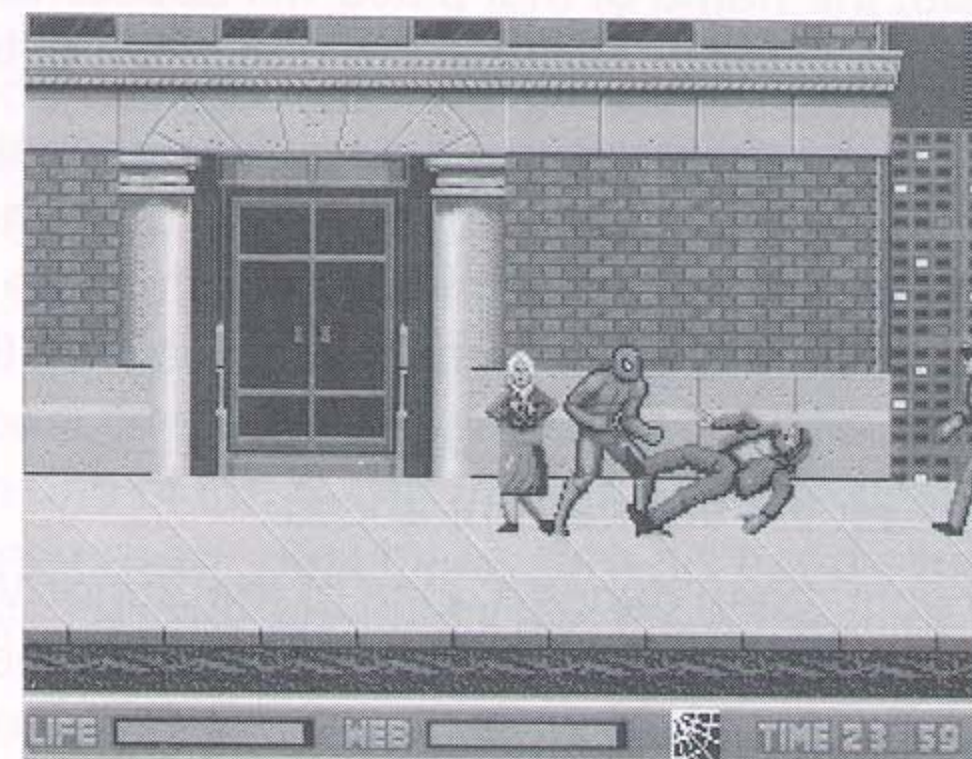


Ten of the most vicious underworld creeps to ever darken the city streets have converged on New York, summomed by the most odious outlaw of all — THE KINGPIN. Your goal is to defeat all the villains, and then Kingpin himself, before the bomb explodes.

The Kingpin has made your job as tough as possible. You can't just go find the bomb and defuse it. That would be too simple. As well as the bomb, the criminal mastermind has hidden five KEYS to the bomb throughout New York City.

Each archenemy you defeat will give up one of two things: either a key, or a clue to finding a key. When you have all the keys, you can deactivate the bomb. But you only have 24 hours! To make matters worse, the police and most of the citizens, thanks to tonight's newscast, think you're a dangerous criminal!

You'll find Spider-Man outside the *Daily Bugle*. The web-slinger can't help noticing the little old lady being attacked by a mugger. As soon as Spidey saves the LOL, he's ready for the real felons!



USING THE MAP



As you undoubtedly know, New York City is a big place. Kingpin's hired guns are at large. They could be anywhere.

To start your search, use the **D-Pad** to move the crosshair cursor around the map. Whenever the crosshair passes over an important locale, the name of that place will appear at the bottom of the map. Press **Start** or **Button A** to check the place out.

- Locales marked with small green dots are rampant with minor crooks and scofflaws. Clean up the riffraff, plus find vital Web and Life power-ups that could mean the difference between Spidey's success and an extremely large hole on the eastern seaboard.
- Streetcars mark the subway entrances.
- Larger red dots mean danger! One of the Super Villains is lurking in the locale, and his mug appears on the map. Villains change their hideouts with each new game.

Note: The map in Nightmare mode doesn't reveal the criminals' whereabouts. You'll just have to take your chances.

- When you've cleared a locale, a large **X** marks it on the map so you know you don't have to return there.

STAYING ALIVE



Life Bar

Web Bar

Weapon

Time

No matter how many attackers you're holding off at once, keep an eye on the screen indicators. If you know you're running out of Life or Web, you can do something about it.

LIFE BAR

The bar decreases as you are injured. When the bar disappears, you lose the battle and end up either in jail or in the hospital. You also lose two hours of precious time. Did you really want to do that? Press **Start** if you want to skip the video screens and rush back to the action. You can restore your Life Bar with Life power-ups. (See page 16.)

WEB BAR

This bar decreases as you use up the fluid in your web shooters. When you run out, you won't be able to shoot web nets. (In Easy mode, though, you'll still be able to swing on a web line.) Replenish your web fluid by picking up Web power-ups. (See page 16.)

BOSS LIFE BAR

This bar appears when you're grappling in a life-and-death struggle with one of the Super Villains. The perpetrator weakens as the bar decreases. Just make sure his bar disappears faster than your own Life Bar and you'll win the battle.

WEAPON

Shows which weapon you're using: web, bolo or shield. Go to the Weapons Display to change your current weapon. (See page 17-18.)

TIME

Counts down the hours and minutes until bomb detonation.

POWER-UPS



Pick up these powerful items by scurrying over them or jumping to reach them.



A **red disc** restores part of the web fluid in your Life Bar.



A **cloverleaf of four red discs** fully restores the fluid in your Life Bar.

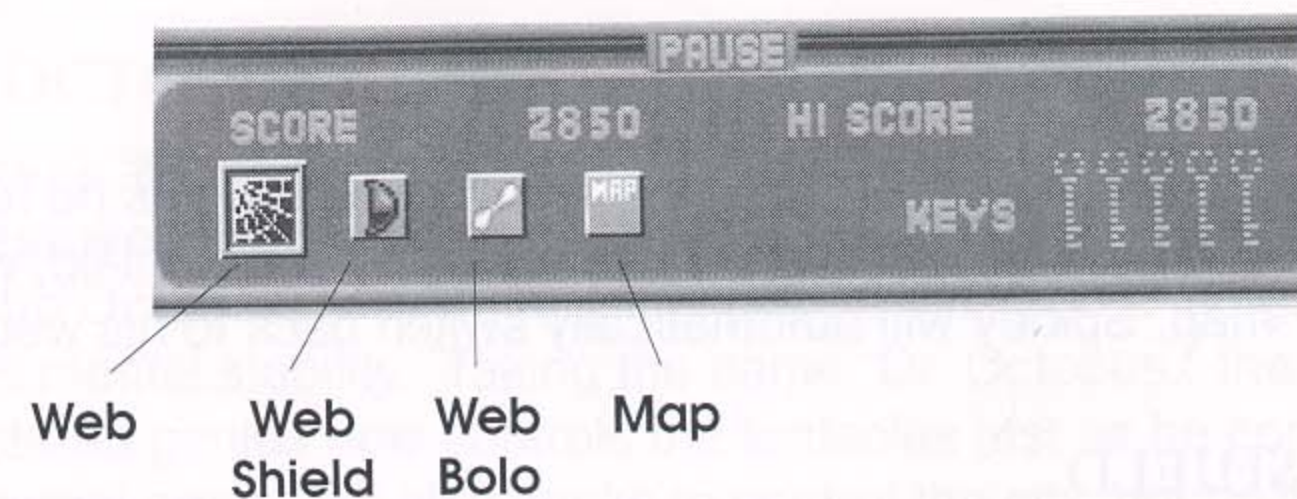


A **blue disc** restores part of your Web Bar.



A **cloverleaf of four blue discs** fully restores your Web Bar.

WEAPONS DISPLAY



Press **Start** at any time to see Spider-Man's score, the number of keys he's found so far, and his cache of weapons.

Note: You can't bring up the Weapons Display on the New York City Map screen.

SCORE

Shows your current point total.

HI SCORE

Records the highest point total in this game session.

KEYS

Reveals how many keys Spider-Man has found so far, of the five keys he must recover.

While you're at the Weapons Display, think about choosing a new weapon to add some spice to your fighting form. To do that:

- Use the **D-Pad** to cycle the highlight to the item you want.
- Press **Start** to select the item and close the Weapons Display.

WEB

When this is selected, Spidey uses his web (as long as he has web fluid in his Web Bar). Also, after using the web shield, web bolo or map, Spidey will automatically switch back to his web.

WEB SHIELD

Temporarily protects Spidey from injury. The web shield won't work if Spidey runs out of web fluid.

WEB BOLO

A magnificent weapon that Spidey can fling, entangling his hapless foes.

MAP

Takes you back to the map, where you can choose a different destination. You'll also return to the map automatically whenever you clear a level.

THE VILLAINS

[illegible]

DR. OCTOPUS

In a freak atomic accident, metallic tentacles from a chest harness were grafted onto the body of brilliant atomic researcher Dr. Otto Octavius. As you might expect, it didn't do a thing for his mental stability. Taking the name "Dr. Octopus," the embittered genius now controls the tentacles just as he controls his normal arms. He also seeks to control the city, but he'll join any plot that promises to destroy Spider-Man, if he can take the first crack at him.

THE LIZARD

As a human, Dr. Curt Conners is one of Spidey's oldest friends. But the loss of his right arm caused the former army surgeon to try to regenerate it, the way lizards regenerate missing tails. Unfortunately, the process turned him into a human lizard, with fantastic strength and an insane rage against all true humans — including the wall-crawler.

ELECTRO

Maxwell Dillon was a lineman for the electric company, specializing in high voltage, when he was struck by lightning. Somehow surviving, he found he had the ability to discharge electricity from his own body. Electro can touch live wires without being harmed. Unfortunately, Spider-Man can't do the same. A run-in with Electro can make Spider-Man look like a boiled lobster!

THE SANDMAN

William Baker was a simple thug from the worst part of New York, who had the bad fortune to be holed up on a beach near a nuclear power plant when it blew up, bombarding him with radioactive sand. Afterwards, however, he had the good fortune to be able to turn his body into sand and slip through Spidey's web. He's still a thug at heart, and he's making his stand tonight!

THE HOBGOBLIN

No one knows the true identity of the Hobgoblin. He simply appears, disguised in his horrifying costume, flying his mechanized bat, and hurling his pumpkin bombs at his enemies — the most visible of whom is your friendly, garden-variety Spider-Man. Apparently afraid of no man or woman, the Hobgoblin has no need to hide. He's ready to face Spidey right out on the streets!

VENOM

Some years ago, Spider-Man visited an alien world and brought back a wondrous new costume. But the "costume" turned out to be a malignant alien life form that tried to bond to Spider-Man, and Spidey barely escaped its clutches. In time, the costume met a human, Eddie Brock, who hated Spidey. The two merged to form a new creature, Venom, who may just be the most bizarre of all the web-slinger's foes. Venom, in an unexplained manner, dampens Spider-Man's spider-sense.

MYSTERIO

Hollywood special effects designer and stunt man Quentin Beck originally tried to pass himself off as an extraterrestrial in order to uncover military secrets. His discovery by Spider-Man generated an intense hatred for the wall-crawler. Later, disguised as a psychiatrist, he used technology and hypnosis in an attempt to drive Spidey insane. An expert designer of special effects and stage illusions, a master prestidigitator, and an amateur chemist and roboticist, Mysterio continues his single-minded quest — the destruction of Spider-Man!

VULTURE

Vulture has been referred to as "some kinda flying freak." His green and white feathered costume and bald noggin certainly make him resemble an overstuffed bird of prey. A dabbler in special plastic compounds used for illicit purposes, Vulture is able to slip past Spidey without setting off his spider-sense.

THE KINGPIN

Wilson Fisk is a name no one ever uses; the fat man in the white coat is universally known as The Kingpin, the most ruthless and powerful man in crime. He has no super powers, though his fat body is actually muscle developed to an enormous size. His greatest strength is his criminal genius. He has never been convicted because he arranges for other fall guys to carry out his schemes. But no scheme has ever topped this one!

SPIDEY SENSE

[illegible]

- Some enemies are heavily armored in front, but not in back. Jump over them and hit 'em from behind!
- Some foes can leap at Spidey, but are vulnerable if they miss him. Try standing as far away from them as possible.
- Some of the animal pests Spidey encounters are invincible. If you can't beat 'em, get away from 'em.
- When your web fluid is getting low, you'll be forced to use your web sparingly, one swing at a time instead of multiple rapid swings.

SPIDEY'S NOTEBOOK

[illegible]

Password

Villain

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be from a notebook or a standard sheet of stationery. There is no handwriting or other markings on the page.

CREDITS

[illegible]

Producers Steven Apour, Stewart Kosoy

Design Burt Sloane, Bridget McKenna,
Douglas Herring, Lisa Sands

Programming MONKEY BUSINESS INC., Burt Sloane

Additional Programming David Foley, Bob Rummell

Art Direction Burt Sloane

Art Douglas Herring, Alan Murphy,
Ian Murphy

Cinema Animations Gray Matter

Voices DMP Entertainment

Level Layout Don Isbell, Dean Sitton

Additional Level Layout Dante Anderson, Greg Becksted, Ken Chao, Atom Ellis, Casey Grimm, Keith Higashihara, Jason Kuo, Mark Lindstrom, Heather Meigs, Mike Pagendarm, Steve Patterson, Bill Person, Jill Schwartz, Chris Sinclair, Ben Szymkowiak, Christine Watson

**Music Composed
& Produced by** Spencer Nilsen & David Young

Guitars Erik Frykman, Greg Strong

Drums Brad Kaiser

“Swing Time” by Spencer Nilsen & Eric Martin

[illegible]

Special Thanks Dominique Adevereaux, Lisa Best,
Trish Dunne, Clint Dyer, Alan Gordon,
Frank McGinn, Justin MacCormick,
Dana Moreshead, Steve Patterson,
Steve Payne, Mike Thomas,
Katy Weathers

NOTES

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:

1-800-872-7342.

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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